

ABSTRACT

A system and method to generate digital representations of hair or animal fur on surfaces. In one embodiment the system and method includes methods to automatically place hairs on surfaces, comb the placed hairs, adjust
5 the hairs on surface boundaries to ensure continuity across surface patches, selectively break hairs along fur tracks, and selectively clump hairs to provide wet fur looks. Rendering techniques are applied to the hairs to produce realistic two-dimensional images.